

## Aerial Display of Fireworks Permit Application

Culpeper County Code Chapter 3, Article IV. Fireworks

All firework displays shall be conducted only by persons certified by the Virginia State Fire Marshall's Office as a restricted or unrestricted blaster, or shall be supervised on-site by a person properly certified by the State Fire Marshall's office as a restricted or non-restricted blaster.

Applicant/Organization Name:\_\_\_\_\_

Address:			
Telephon	ne #'s: (W)	(cell)	
	•	, time, display duration, tyլ	
Please a	ttach:		
i icase a	ttacii.		
•	discharge/firing p persons involved	t and schematic of the local lan that ensures the safety in firing. Such statement so perty against all associated	y of all spectators and shall also address the
Please c	ertify:		
•	damages to any person involved in	property that may be caus n the firework display, and	ny injuries to any person or ed by the negligence of any I the applicant will hold the is for injuries or damages."
Si	gnature		Date

## **Please List:**

r p	All names, addresses, ages and telephone numbers; and information egarding proper licensing or certification of all persons who shall participate in the fireworks display, including igniting or exploding the reworks. Begin with the designated blaster.
least (30) the Culpe the Zonin	on for a permit is required in writing, on all forms provided, at days prior to the scheduled date of the fireworks display to eper County Zoning Administrator. The date of approval by g Administrator shall constitute the beginning of a thirty (30) ge period permitted of associated fireworks. Sec.3-52
<b>ZONING A</b>	OVAL OF THE APPLICATION BY THE CULPEPER COUNTY DMINISTRATOR CONSTITUTES THE GRANTING OF THE AERIAL OF FIREWORKS PERMIT.
Signed Sta	tement Attached?
Approved:	Denied:
Culpeper C	County Zoning Administrator:
	Date:

Note--Upon Approval, a copy of the permit application shall be transmitted to:

- Culpeper County Board of Supervisors
  Culpeper County Sheriff's Office
  Culpeper County Office of Emergency Services